

EASYMOCK - EXPECTING CALLS

http://www.tutorialspoint.com/easymock/easymock_expecting_calls.htm

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EasyMock provides a special check on the number of calls that can be made on a particular method. Suppose MathApplication should call the CalculatorService.serviceUsed method only once, then it should not be able to call CalculatorService.serviceUsed more than once.

```
//add the behavior of calc service to add two numbers and serviceUsed.
EasyMock.expect(calcService.add(10.0,20.0)).andReturn(30.00);
calcService.serviceUsed();

//limit the method call to 1, no less and no more calls are allowed
EasyMock.expectLastCall().times(1);
```

Create CalculatorService interface as follows.

File: CalculatorService.java

```
public interface CalculatorService {
    public double add(double input1, double input2);
    public double subtract(double input1, double input2);
    public double multiply(double input1, double input2);
    public double divide(double input1, double input2);
    public void serviceUsed();
}
```

Example with calcService.serviceUsed called once

Step 1: Create an interface called CalculatorService to provide mathematical functions

File: CalculatorService.java

```
public interface CalculatorService {
    public double add(double input1, double input2);
    public double subtract(double input1, double input2);
    public double multiply(double input1, double input2);
    public double divide(double input1, double input2);
    public void serviceUsed();
}
```

Step 2: Create a JAVA class to represent MathApplication

File: MathApplication.java

```
public class MathApplication {
    private CalculatorService calcService;

    public void setCalculatorService(CalculatorService calcService){
        this.calcService = calcService;
    }

    public double add(double input1, double input2){
        calcService.serviceUsed();
        return calcService.add(input1, input2);
    }

    public double subtract(double input1, double input2){
        return calcService.subtract(input1, input2);
    }

    public double multiply(double input1, double input2){
        return calcService.multiply(input1, input2);
    }
}
```

```

    public double divide(double input1, double input2){
        return calcService.divide(input1, input2);
    }
}

```

Step 3: Test the MathApplication class

Let's test the MathApplication class, by injecting in it a mock of calculatorService. Mock will be created by EasyMock.

File: MathApplicationTester.java

```

import org.easymock.EasyMock;
import org.easymock.EasyMockRunner;
import org.easymock.Mock;
import org.easymock.TestSubject;

import org.junit.Assert;
import org.junit.Before;
import org.junit.Test;
import org.junit.runner.RunWith;

// @RunWith attaches a runner with the test class to initialize the test data
@RunWith(EasyMockRunner.class)
public class MathApplicationTester {

    // @TestSubject annotation is used to identify class which is going to use the mock
    // object
    @TestSubject
    MathApplication mathApplication = new MathApplication();

    // @Mock annotation is used to create the mock object to be injected
    @Mock
    CalculatorService calcService;

    @Test
    public void testAdd(){
        //add the behavior of calc service to add two numbers
        EasyMock.expect(calcService.add(10.0, 20.0)).andReturn(30.00);
        calcService.serviceUsed();
        EasyMock.expectLastCall().times(1);

        //activate the mock
        EasyMock.replay(calcService);

        //test the add functionality
        Assert.assertEquals(mathApplication.add(10.0, 20.0), 30.0, 0);

        //verify call to calcService is made or not
        EasyMock.verify(calcService);
    }
}

```

Step 4: Execute test cases

Create a java class file named TestRunner in **C:\> EasyMock_WORKSPACE** to execute Test cases .

File: TestRunner.java

```

import org.junit.runner.JUnitCore;
import org.junit.runner.Result;
import org.junit.runner.notification.Failure;

public class TestRunner {
    public static void main(String[] args) {
        Result result = JUnitCore.runClasses(MathApplicationTester.class);
    }
}

```

```

        for (Failure failure : result.getFailures()) {
            System.out.println(failure.toString());
        }
        System.out.println(result.wasSuccessful());
    }
}

```

Step 5: Verify the Result

Compile the classes using **javac** compiler as follows:

```

C:\EasyMock_WORKSPACE>javac Calculator Service.java Math Application.java Math
Application Tester.java Test Runner.java

```

Now run the Test Runner to see the result:

```

C:\EasyMock_WORKSPACE>java TestRunner

```

Verify the output.

```

true

```

Example with calcService.serviceUsed Called Twice

Step 1: Create an interface CalculatorService to provide mathematical functions.

File: CalculatorService.java

```

public interface CalculatorService {
    public double add(double input1, double input2);
    public double subtract(double input1, double input2);
    public double multiply(double input1, double input2);
    public double divide(double input1, double input2);
    public void serviceUsed();
}

```

Step 2: Create a JAVA class to represent MathApplication.

File: MathApplication.java

```

public class MathApplication {
    private CalculatorService calcService;

    public void setCalculatorService(CalculatorService calcService){
        this.calcService = calcService;
    }

    public double add(double input1, double input2){
        calcService.serviceUsed();
        calcService.serviceUsed();
        return calcService.add(input1, input2);
    }

    public double subtract(double input1, double input2){
        return calcService.subtract(input1, input2);
    }

    public double multiply(double input1, double input2){
        return calcService.multiply(input1, input2);
    }

    public double divide(double input1, double input2){
        return calcService.divide(input1, input2);
    }
}

```

Step 3: Test the MathApplication class

Let's test the MathApplication class, by injecting in it a mock of calculatorService. Mock will be created by EasyMock.

File: MathApplicationTester.java

```
import org.easymock.EasyMock;
import org.easymock.EasyMockRunner;
import org.easymock.Mock;
import org.easymock.TestSubject;

import org.junit.Assert;
import org.junit.Before;
import org.junit.Test;
import org.junit.runner.RunWith;

// @RunWith attaches a runner with the test class to initialize the test data
@RunWith(EasyMockRunner.class)
public class MathApplicationTester {

    // @TestSubject annotation is used to identify class which is going to use the mock
    // object
    @TestSubject
    MathApplication mathApplication = new MathApplication();

    // @Mock annotation is used to create the mock object to be injected
    @Mock
    CalculatorService calcService;

    @Test
    public void testAdd(){
        //add the behavior of calc service to add two numbers
        EasyMock.expect(calcService.add(10.0, 20.0)).andReturn(30.00);
        calcService.serviceUsed();
        EasyMock.expectLastCall().times(1);

        //activate the mock
        EasyMock.replay(calcService);

        //test the add functionality
        Assert.assertEquals(mathApplication.add(10.0, 20.0), 30.0, 0);

        //verify call to calcService is made or not
        EasyMock.verify(calcService);
    }
}
```

Step 4: Execute test cases<

Create a java class file named TestRunner in **C:\> EasyMock_WORKSPACE** to execute Test cases.

File: TestRunner.java

```
import org.junit.runner.JUnitCore;
import org.junit.runner.Result;
import org.junit.runner.notification.Failure;

public class TestRunner {
    public static void main(String[] args) {
        Result result = JUnitCore.runClasses(MathApplicationTester.class);

        for (Failure failure : result.getFailures()) {
            System.out.println(failure.toString());
        }
        System.out.println(result.wasSuccessful());
    }
}
```

Step 5: Verify the Result

Compile the classes using **javac** compiler as follows:

```
C:\EasyMock_WORKSPACE>javac CalculatorService.java MathApplication.java  
MathApplicationTester.java TestRunner.java
```

Now run the Test Runner to see the result:

```
C:\EasyMock_WORKSPACE>java TestRunner
```

Verify the output.

```
testAdd(com.tutorialspoint.mock.MathApplicationTester):  
  Unexpected method call CalculatorService.serviceUsed():  
    CalculatorService.add(10.0, 20.0): expected: 1, actual: 0  
    CalculatorService.serviceUsed(): expected: 1, actual: 2  
false
```

Example without Calling calcService.serviceUsed

Step 1: Create an interface Calculator Service to provide mathematical functions

File: *CalculatorService.java*

```
public interface CalculatorService {  
    public double add(double input1, double input2);  
    public double subtract(double input1, double input2);  
    public double multiply(double input1, double input2);  
    public double divide(double input1, double input2);  
    public void serviceUsed();  
}
```

Step 2: Create a JAVA class to represent MathApplication

File: *MathApplication.java*

```
public class MathApplication {  
    private CalculatorService calcService;  
  
    public void setCalculatorService(CalculatorService calcService){  
        this.calcService = calcService;  
    }  
  
    public double add(double input1, double input2){  
        return calcService.add(input1, input2);  
    }  
  
    public double subtract(double input1, double input2){  
        return calcService.subtract(input1, input2);  
    }  
  
    public double multiply(double input1, double input2){  
        return calcService.multiply(input1, input2);  
    }  
  
    public double divide(double input1, double input2){  
        return calcService.divide(input1, input2);  
    }  
}
```

Step 3: Test the MathApplication class

Let's test the MathApplication class, by injecting in it a mock of calculatorService. Mock will be

created by EasyMock.

File: *MathApplicationTester.java*

```
import org.easymock.EasyMock;
import org.easymock.EasyMockRunner;
import org.easymock.Mock;
import org.easymock.TestSubject;

import org.junit.Assert;
import org.junit.Before;
import org.junit.Test;
import org.junit.runner.RunWith;

// @RunWith attaches a runner with the test class to initialize the test data
@RunWith(EasyMockRunner.class)
public class MathApplicationTester {

    // @TestSubject annotation is used to identify class which is going to use the mock
    // object
    @TestSubject
    MathApplication mathApplication = new MathApplication();

    // @Mock annotation is used to create the mock object to be injected
    @Mock
    CalculatorService calcService;

    @Test
    public void testAdd(){

        //add the behavior of calc service to add two numbers
        EasyMock.expect(calcService.add(10.0, 20.0)).andReturn(30.00);
        calcService.serviceUsed();
        EasyMock.expectLastCall().times(1);

        //activate the mock
        EasyMock.replay(calcService);

        //test the add functionality
        Assert.assertEquals(mathApplication.add(10.0, 20.0), 30.0, 0);

        //verify call to calcService is made or not
        EasyMock.verify(calcService);
    }
}
```

Step 4: Execute test cases

Create a java class file named TestRunner in **C:\> EasyMock_WORKSPACE** to execute Test cases .

File: *TestRunner.java*

```
import org.junit.runner.JUnitCore;
import org.junit.runner.Result;
import org.junit.runner.notification.Failure;

public class TestRunner {
    public static void main(String[] args) {
        Result result = JUnitCore.runClasses(MathApplicationTester.class);

        for (Failure failure : result.getFailures()) {
            System.out.println(failure.toString());
        }
        System.out.println(result.wasSuccessful());
    }
}
```

Step 5: Verify the Result

Compile the classes using **javac** compiler as follows:

```
C:\EasyMock_WORKSPACE>javac Calculator Service.java Math Application.java Math
Application Tester.java Test Runner.java
```

Now run the Test Runner to see the result:

```
C:\EasyMock_WORKSPACE>java TestRunner
```

Verify the output.

```
testAdd(com.tutorialspoint.mock.MathApplicationTester):
  Expectation failure on verify:
    CalculatorService.serviceUsed(): expected: 1, actual: 0
false
```

```
Processing math: 100%
```